

# e-Warisan SENIBINA: Experiencing heritage in virtual environment

by  
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## **Abstract**

*This research shares an original concept of architectural virtual heritage (VH) experience namely e-Warisan SENIBINA awarded by the Ministry of Science, Technology and Innovation (MOSTI), Malaysia under the e-Content Fund. It is a one-stop information portal of Traditional Malay Muslim Architecture in Peninsular Malaysia focusing on the pre-independence period that is before 1957 and also predates any influence of modernism in architecture. Nineteen sites have been selected on the basis that they have significant cultural meaning and historical values - as the UNESCO World Heritage Sites and influence the design direction of the Traditional Malay Muslim Architecture in Peninsular Malaysia. Five classifications were identified based on the building typologies - mosque, house, shophouse, wakaf and palace. It offers a media-rich interactive content that among the key highlights are 3-dimensional (3D) real-time building simulation in virtual environment, 360 degree Quicktime VR (QTVR) interactive 2-dimensional (2D) visualisation and original measured drawing information. The content of e-Warisan SENIBINA will be demonstrated via processes, techniques and challenges to reconstruct heritage buildings as closely to originally architectural design features.*

**Keywords:** *virtual heritage, virtual environment, architecture, experience*



*Snapshot of e-Warisan SENIBINA*